

IT'S A LIVING

Pop balloons.

Catch toys.

This much sounds easy.

Did they tell you first to hurdle
toys and make them glow?

They mentioned these robot
Hefty Hildas?

No? You might ask.

And turning off valves,
they brought that up?

Well, turn them off.

You should know to take Coffee
Breaks whenever they come around.

Floating Faces, too.

An extra life is a nice thing, not to
be sneezed at.

Maybe it's time you should
be beginning?

TOY
BIZARRE™

Instructions for the
Commodore 64™ cartridge

- Insert cartridge. Turn power on.
- Plug a Joystick into jack one.
- Press F1 to start.
- Press F5 for two-player version.
- Press RESTORE to return to title screen.
- Press RUN/STOP to pause. Press again to continue.
- To move left or right, even in mid-air, move Joystick in that direction.
- To jump, press Joystick button.

LIVE A LITTLE. Begin with four lives. Acquire an additional life for each 10,000 points earned. Game ends when you run out of lives.

INDICATOR. A row of balloons (top left) indicates how many balloons you must deal with in this round.

VALVES. Balloons fill up at valves. If not popped, balloons release toys. Toys work their way to the bottom level where they hop into one of two IN bins, only to re-emerge as balloons at an open valve. Of the six VALVES that appear during the regular shift, all but the top two can be turned off. Hetty Hilda turns them back on, so be alert. If all four valves are off at the end of an "hour," you earn 4,000 extra points!

~ All valves which appear during a SAFETY CHECK can be turned off. The faster you turn them all off, the bigger the bonus.

PISTON PLATFORMS are paired and appear along runways. Jump on an elevated one and its mate pops up. Toys caught on one as it pops up are stunned for a while. These can be touched without jumping over them. If Merton or Hetty Hilda are caught on a Platform, they disappear up off the screen. Merton loses a life, or gains 500 points for "boosting" Hilda.



"Listen, it's important to remember that you can control Merton while he's in the air. Also, the screen 'wraps around', that is, move off the left side and you'll appear on the right. Careful not to run into toys or Hilda when you do! Enjoy yourselves!"

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Mark Turnell

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H07/C02

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